

# THE BATTLE OF SHILOH

A HISTORICAL COMPUTER SIMULATION OF THE GREAT CIVIL WAR BATTLE



STRATEGIC SIMULATIONS INC.





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**SSI**  
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- Select attack/defense strategies and risk level for each combat.
- Step-reduction combat system.
- Two-player and computer-as-opponent (solitaire) scenarios.
- Computer can play either or both sides.

## THE BATTLE OF SHILOH





THE BATTLE OF SHILOH is designed by Tactical Design Sn Group, who also designed SSI's TIGERS IN THE SNOW. Working Time: 1 hour.

Intermediate Level







# THE BATTLE OF SHILOH



## A HISTORICAL WARGAME FOR THE APPLE

More than a century ago — on the early morning of Sunday, April 6, 1862 near a tiny log church in Tennessee — the Confederate Army of the Mississippi surprised 150,000 men in an attempt to drive out an invading Union force led by Major-General U.S. Grant. Thus began one of the first and fiercest battles of the Civil War. And thus begins this remarkable simulation that bears its name — **THE BATTLE OF SHILOH**.

48K mini floppy disc for the Apple II with Applesoft ROM card or Apple II Plus

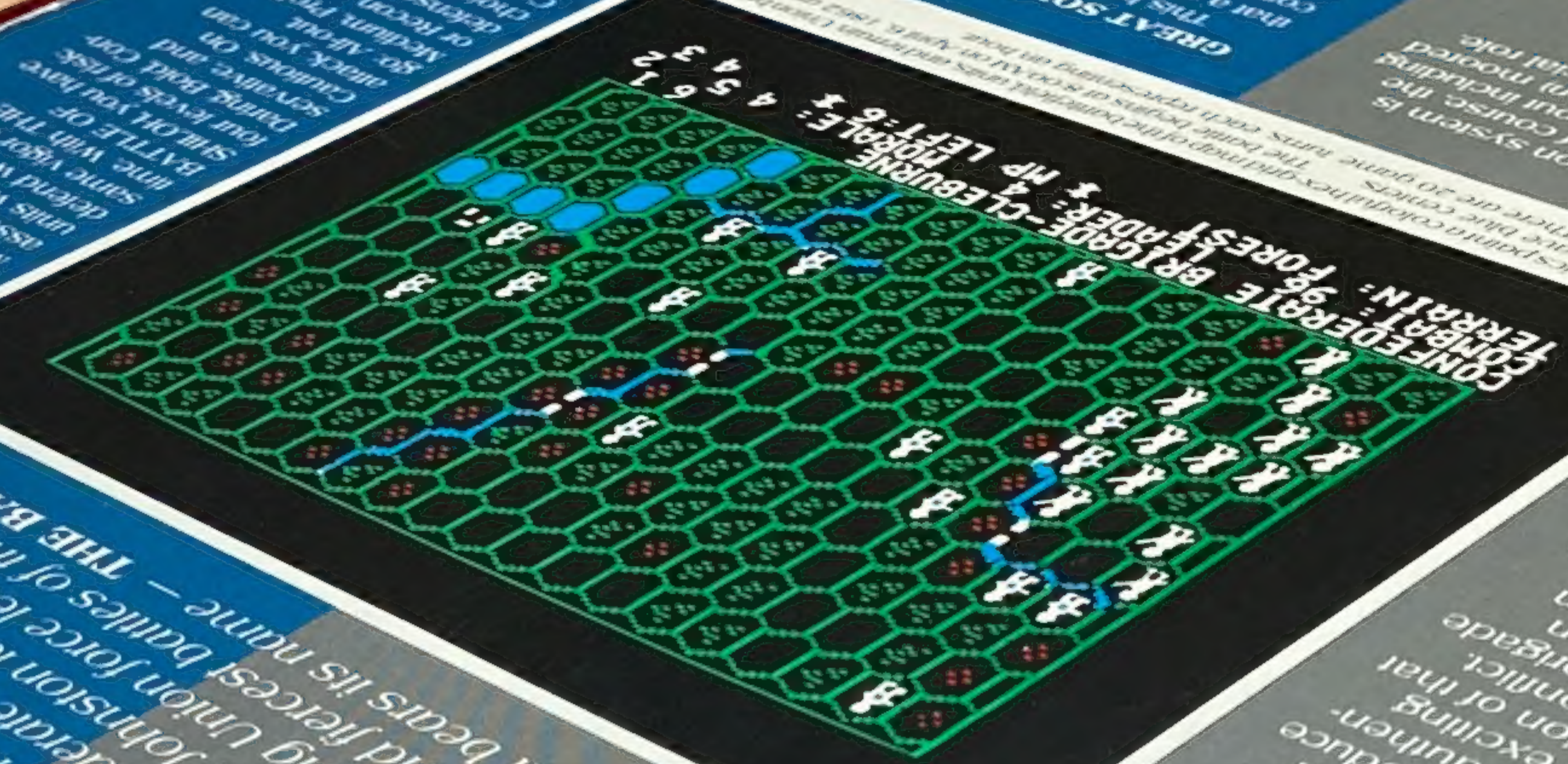
### HISTORICAL DETAIL AND AUTHENTICITY

We have carefully distilled every major historical feature to produce the most authentic re-creation of that classic conflict of both Union and Confederate armies during the actual battle. The map is rated for accuracy and leadership, strength, morale, and the display of the battlefield on color Hi-Res graphics. Terrain consists of hills, fields, rivers, and creeks.

used to calculate the Union gunboats. The Union gunboats would be provided, a step-reduction system is mentioned that played such a crucial role in the battle. And of course, the Union gunboats would be provided, a step-reduction system is mentioned that played such a crucial role in the battle.

**STATE-OF-THE-ART PROGRAMMING**  
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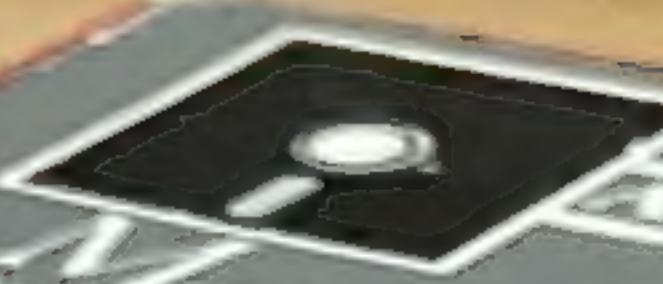
**INNOVATIONS THROUGH**  
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**GREAT SOLUTIONS WITH THE COMPUTER**  
This exciting new simulation is a true masterpiece of computer programming. It features a state-of-the-art programming system that allows you to simulate the battle of Shiloh with a high degree of accuracy. The game is designed to be played on a computer, and it features a variety of options that allow you to customize the game to your liking.

**GAME CONVENTIONS**  
The game is designed to be played on a computer, and it features a variety of options that allow you to customize the game to your liking. The game is designed to be played on a computer, and it features a variety of options that allow you to customize the game to your liking.





# A HISTORICAL WARGAME FOR THE APPLE

More than a century ago — on the early morning of Sunday, April 6, 1862 near a small town in Tennessee — the Confederate Army of the Mississippi (50,000 men) launched its great surprise offensive against the Union force led by Major-General U.S. Grant. This battle, one of the fiercest and fiercest battles of the Civil War, and thus begins this remarkable simulation that bears its name — **THE BATTLE OF SHILOH.**

## HISTORICAL AUTHENTICITY

On a dark day, we have carefully chosen the most authentic and exciting recreation of that classic conflict of both Union and Confederate armies present during the actual battle is accurately represented for movement, combat strength, morale, and leadership ability. The map of the battlefield is displayed on the screen with color Hi-Res graphics. Terrain consists of hills, fields, forests, rivers, and creeks. A step-reduction system is used to calculate combat results. And of course, the Battle of Shiloh would be incomplete without including the Union gunboats (the Tyler and Lexington) moored off Pittsburg Landing that played such a crucial role.

## STATE-OF-THE-ART PROGRAMMING

So far, all we've mentioned is standard fare for a good wargame. SSI's innovations through advanced design and programming make for a great game. Wargames have traditionally used fixed unit strength points. Here, the computer's ideal administrative ability allows you to fine-tune the combat strengths of each side, allowing for the ultimate in play balance. Now even a novice strategist can be on equal footing with a battle-hardened veteran!

CONFEDERATE BRIGADE - CLEGURNE  
 COORD: 9 LEADER: 4  
 TERRAIN: FOREST  
 MOBILE: 4 5 6 1  
 MP LEFT: 6 4 3 2

## GREAT SOLITAIRE WITH THE COMPUTER

This being an SSI game, it goes without saying that a challenging solitaire version is included. The computer can play either (or both!) sides very competently to give you a tough fight. As historically detailed and faithful this game is to the original Battle of Shiloh, we've removed Generals Grant and Johnston and placed you in command of the Union and Confederate armies. After all, we're looking for more than just a not-too-instant replay of the past. It is entirely up to your skills as a battle commander to either preserve or change history!

- GAME CONTENTS:**
- 48K Program Disc
  - Rule Book
  - 1 Data Card

Another innovation lets you select risk levels and ferocity of an attack (or defense). Most wargames assume that the units will attack/defend with the same vigor every time. With THE BATTLE OF SHILOH, you have four levels of risk: Daring, Bold, Conservative, and Cautious. On attack, you can go: All-out, Medium, Probe, or Recon. On defense, your choices are: Counter-Attack, Hold Position, Withdraw, or Full Retreat.

All this gives each side sixteen different possible strategies!

Apple is a registered trademark of Apple Computer Inc.

Brigade-level simulation of the two-day battle for Tennessee at Shiloh. Historical morale & leadership ratings for each brigade. These may change during the game, depending on leader casualties & wounded. Command the Union gunboats off Pittsburg Landing. Artillery fire. Union gunboats off Pittsburg Landing. A step-reduction system is used to calculate combat results. And of course, the Battle of Shiloh would be incomplete without including the Union gunboats (the Tyler and Lexington) moored off Pittsburg Landing that played such a crucial role. Wargames have traditionally used fixed unit strength points. Here, the computer's ideal administrative ability allows you to fine-tune the combat strengths of each side, allowing for the ultimate in play balance. Now even a novice strategist can be on equal footing with a battle-hardened veteran! So far, all we've mentioned is standard fare for a good wargame. SSI's innovations through advanced design and programming make for a great game. Wargames have traditionally used fixed unit strength points. Here, the computer's ideal administrative ability allows you to fine-tune the combat strengths of each side, allowing for the ultimate in play balance. Now even a novice strategist can be on equal footing with a battle-hardened veteran!





## A HISTORICAL WARGAME FOR THE APPLE

48K mini floppy disc for the Apple II with AppleSoft ROM Card or Apple II Plus

More than a century ago — on the early morning of Sunday, April 6, 1862 near a tiny log church in Tennessee — the Confederate Army of the Mississippi (50,000 men, 16 brigades strong) under General A.S. Johnston launched its great surprise offensive in an attempt to drive out an invading Union force led by Major-General U.S. Grant. Thus began one of the first and fiercest battles of the Civil War. And thus begins this remarkable simulation that bears its name — **THE BATTLE OF SHILOH**.

**HISTORICAL DETAIL AND AUTHENTICITY**

On a 48K disc we have carefully distilled every major historical feature to produce the most authentic and exciting re-creation of that classic conflict. Every brigade of both Union and Secession armies present during the actual battle is accurately rated for movement, combat strengths, morale, and leadership ability. The map of the battlefield is displayed on the screen with color 16-Ries graphics. Terrain consists of hills, fields, forests, rivers, and creeks. Artillery is provided, a step-reduction system is used to calculate combat results. And of course, the Battle of Shiloh would be incomplete without including the Union gunboats (the Tyler and Lexington) moored off Pittsburg Landing that played such a crucial role.

**INNOVATIONS THROUGH STATE-OF-THE-ART PROGRAMMING**

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Another innovation lets you select risk levels and tenacity of an attack for defense. Most wargames assume that the units will attack/defend with the same vigor every time. With **THE BATTLE OF SHILOH**, you have four levels of risk: Daring, Bold, Conservative, and Cautious. On attack, you can go: All-out, Medium, Probe, or Recon. On defense, your choices are: Counter-Attack, Hold Position, Withdraw, or Full Retreat.

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**GREAT SOLITAIRE WITH THE COMPUTER**

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After all, we're looking for more than just a not-too-pleasant replay of the past. It is entirely up to your skills as a battle commander to either preserve or change history!

**GAME CONTENTS:** 48K Program Disc  
Rule Book  
1 Data Card

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**STRATEGIC SIMULATIONS INC./CUSTOMER RESPONSE CARD**

- What game is this card from?
- What computer was used to play this game?
- Please rate the following aspects of the game (9=excellent, 1=poor):  
 9 8 7 6 5 4 3 2 1 Playability  
 9 8 7 6 5 4 3 2 1 Realism  
 9 8 7 6 5 4 3 2 1 Excitement
- Was this game fun to play?  
☐ Yes ☐ No
- Please comment on this game; also, what games would you like to see in the future?
- How many other SSI games have you purchased?
- Please write your name and address below if you wish to be placed on our mailing list.
- Where did you learn about this game?  
☐ magazine ads, ☐ retail store, ☐ direct mail, ☐ friend, ☐ other:
- Where did you purchase this game?  
☐ computer store, ☐ game store, ☐ SSI direct, ☐ other mail order, ☐ other:
- Have you ever played a board war game before? ☐ Yes, ☐ No



## THE BATTLE OF SHILOH

### PLAYER'S AID CARD — APPLE

#### QUICK START RULES

**Loading the Program**

You will load this game like any regular Apple disk. It will run with DOS 3.2 or DOS 3.3 without problems. For players with the Plus II system will have to use the Plus II disk to boot the disk.

**Menu (Scenario Selection)**

When the disk has been booted by you will be required to answer seven questions.

IS THIS A COLOR MONITOR Y/N?  
 COMPUTER AS UNION Y/N?  
 UNION RATING (1-9)  
 COMPUTER AS CONFEDERATE Y/N?  
 CONFEDERATE RATING (1-9)  
 DO YOU WISH TO START A NEW GAME Y/N?

If you have a color monitor type "Y" in answer to the first question.

If you do not wish the green hexagon grid printed on the map, type "N" to the second question.

If you wish to continue a prior game, press "N" and follow the instructions which will be displayed.

Press "Y" or "N" to determine who will play which side, and then press a number to determine the rating for each side. The historical rating for each side is "4". Other ratings will increase or decrease the combat points of each unit of that side (use a rating of "4" for both sides when restoring a saved game).

RATING	CHANGE TO COMBAT POINTS/UNIT
1	-9
2	-6
3	-3
4	0
5	+3
6	+6
7	+9
8	+12
9	+15

**Playing the Game**

On the first turn, the Confederates do not move, so play goes directly to the **Artillery Phase**. The bottom four lines of the screen will give you bombardment options, and also your unit's point of view for the phase. If you desire all or some of your units to move, the number you press will indicate the bombardment desired and the unit's point of view. The computer will flash the candidate enemy unit to be shot at. Note that you will be given the chance to fire at all other enemy units. After you fire your artillery, the enemy will be hit in the same fashion. Play now proceeds to **Combat**. The Confederate player will be asked if he desires to attack a particular enemy unit which will be flashing on the screen. He will be asked the question for each enemy unit that he is next to. When "Y" is pressed the player will have the chance to include or not include his units which are next to that enemy unit in the battle. After strategies and risk are selected, the results are displayed. One side may be required to retreat. To retreat simply press the number of the direction in which you desire to move, as indicated by the compass at the right hand bottom of the screen. The same applies to the units indicated to advance. After all battles are fought, play then proceeds to the **Union Movement Phase**. Movement is accomplished as retreat and advance was by pressing the desired direction. The "F" key finishes the movement of that unit for that cycle. (You have two cycles of chances to move your units). The "E" key ends the movement phase completely. All units have movement allowances. The remaining movement points are displayed on the last line. See the "Terrain" chart for movement costs. After Union Movement is completed the play proceeds to **Artillery Phase** and then **Combat**. After the Union Combat Phase, the casualties per side for the game thus far are displayed along with the score. Victory status will also be flashed on the display on turn 8 and thereafter.

**NOTE:** Some of the displays shown in the rulebook may appear slightly different on your Apple computer.

**Saving a Game**

The question "SAVE GAME Y/N?" will now appear at the bottom of the screen. If you wish to stop the game and save it for later, press "Y" and follow the instructions which will be displayed.

**TERRAIN MAP**

SYMBOL	TERRAIN	MOVEMENT COST	COMBAT MODIFIER ATT./DEF.
Field	Field	1	1/1
Bridge	Bridge	+0	2/1
Forest	Forest	2	1/1.5
Hill	Hill	3	1.25/2
Creek	Creek	+1**	5-mod. of terrain
River	River	+2***	N/A
Pittsburg Landing	Pittsburg Landing	1	1/1

\*\* +1 when crossing a bridge to a field, otherwise +0  
 \*\*\* +1 when crossing a creek to enter a hill  
 \*\*\* +2 when crossing a creek to enter a field or a forest

Confederate Unit Union Unit Union Gunboat

The terrain map shows a grid with various symbols representing terrain features. Key locations marked include AREA 1, AREA 2, AREA 3, AREA 4, POND, TRAIL, BOWEN, and STATION.



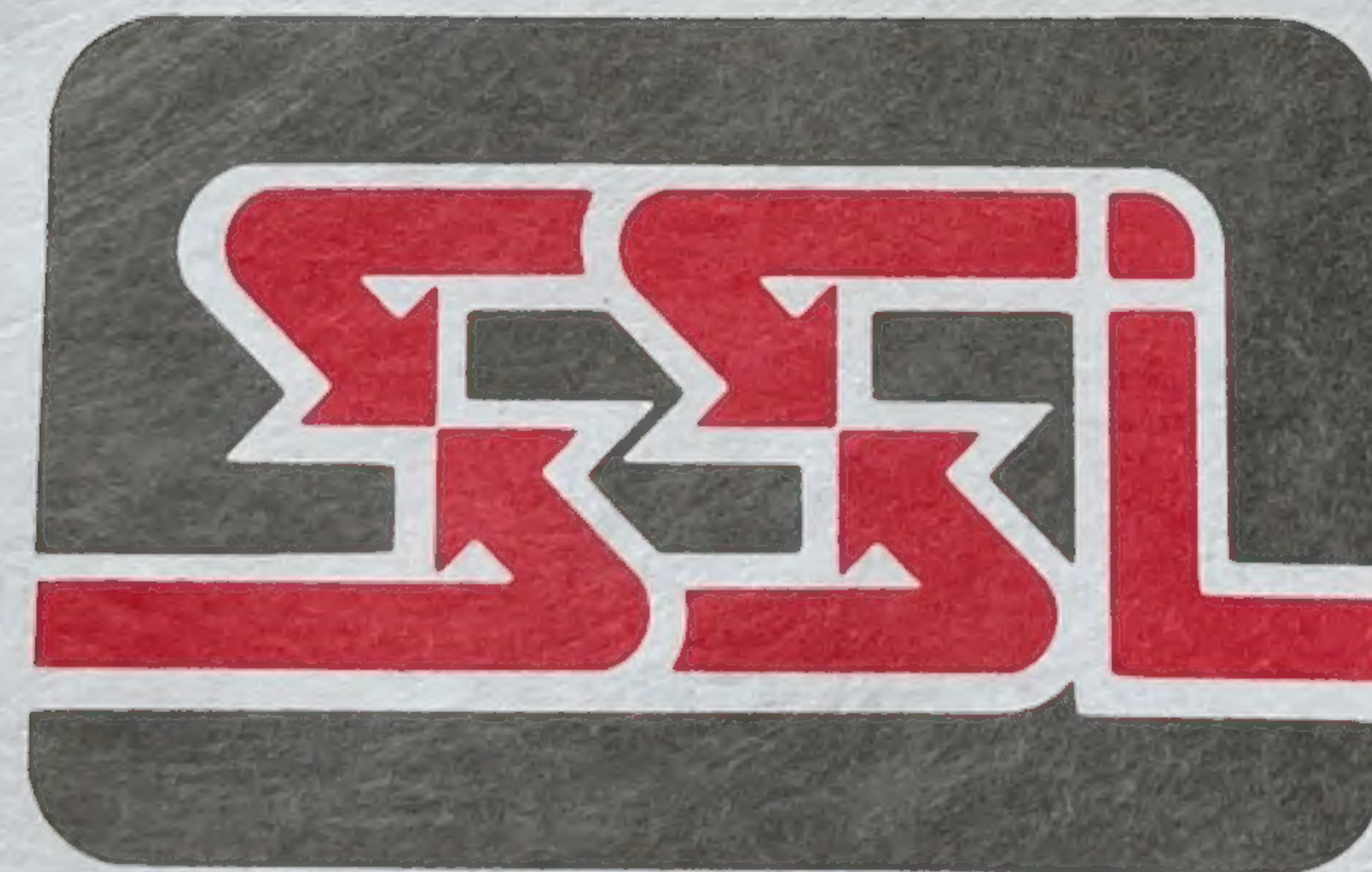
4. Was this game fun to play?  
☐ Yes ☐ No
5. Please comment on this game; also, what games would you like to see in the future?
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

8. Where did you learn about this game?  
☐ magazine ads; ☐ retail store;  
☐ direct mail; ☐ friend;  
☐ other: \_\_\_\_\_
9. Where did you purchase this game?  
☐ computer store; ☐ game store;  
☐ SSI direct; ☐ other mail order;  
☐ other: \_\_\_\_\_
10. Have you ever played a board war-game before? ☐ Yes; ☐ No

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## Menu (Scenario Selection)

When the disk has been booted in, you answer seven questions.

IS THIS A COLOR MONITOR Y/N?  
 HEX GRID Y/N?  
 COMPUTER AS UNION Y/N?  
 UNION RATING (1-9)  
 COMPUTER AS CONFEDERATE Y/N?  
 CONFEDERATE RATING (1-9)  
 DO YOU WISH TO START A NEW GAME?

If you have a color monitor, type "Y" to the first question.

If you do not wish the green hexagonal grid, type "N" to the second question.

If you wish to continue a prior game, type "Y" to the third question, which will be displayed.

Press "Y" or "N" to determine who you wish to play as. Then press a number to determine the historical rating for each side is "4", or decrease the combat points of a rating of "4" for both sides when

RATING	CHANGE TO COMBAT POINTS
1	-9
2	-6
3	-3
4	0
5	+3
6	+6
7	+9
8	+12
9	+15

SYMBOL	TERRAIN	MOVEMENT
	Field	1
	Bridge	+0
	Forest	+1
	Hill	2
	Creek	+1
	River	+2
	Pittsburg Landing	Prohibit

\*+1 when crossing a bridge  
 \*\*+1 when crossing a creek  
 \*\*\*+2 when crossing a creek

Confederate Unit Union Unit













# THE FALL OF THE SAMURAI

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INC.

Cover  
Design:

LOUIS HSU  
SAE KOW







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# THE BATTLE OF SHILOH

THE TURN OF THE TIDE  
THE CIVIL WAR  
HISTORICAL COMPLE



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